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Fig. 1

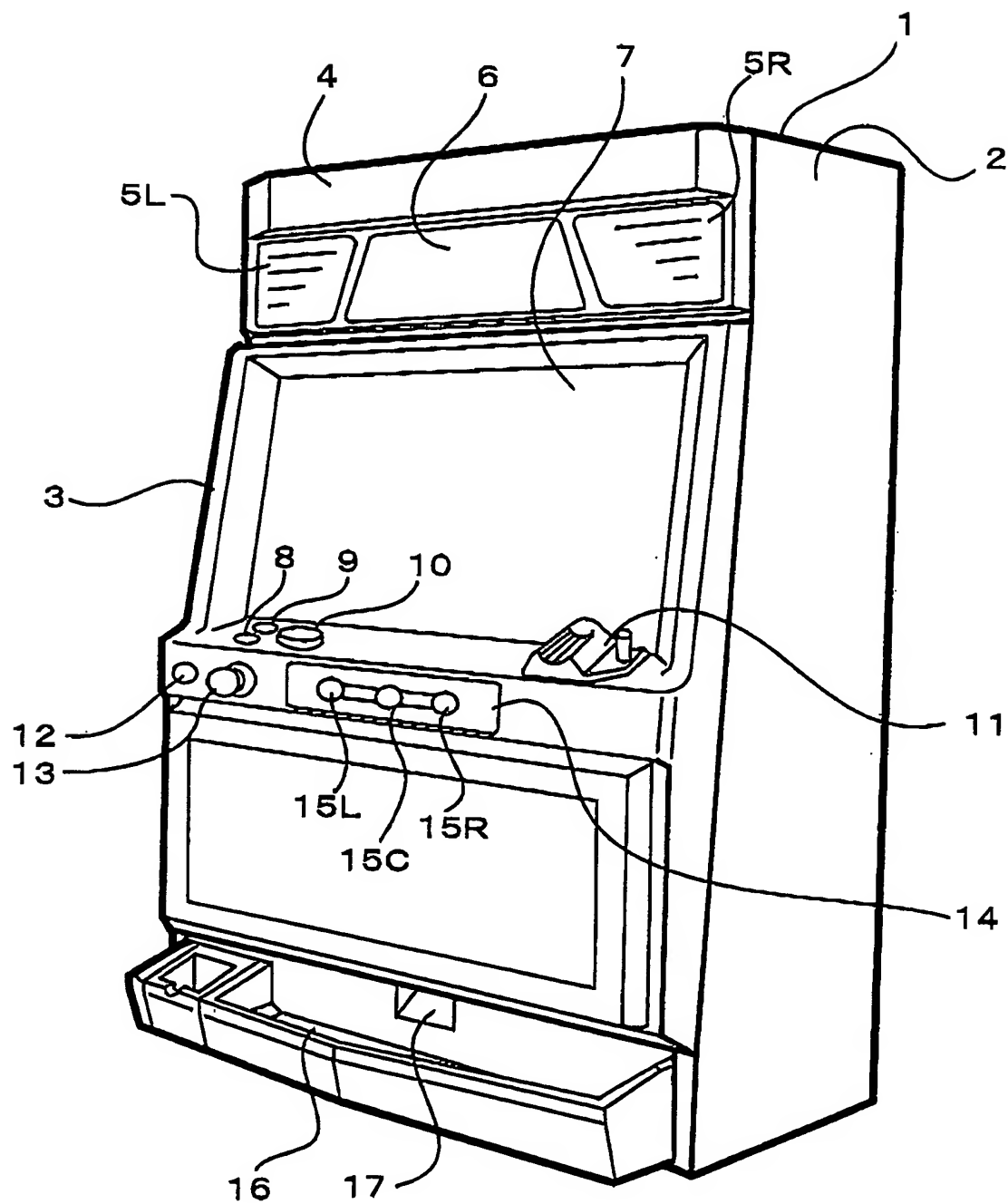


Fig. 2

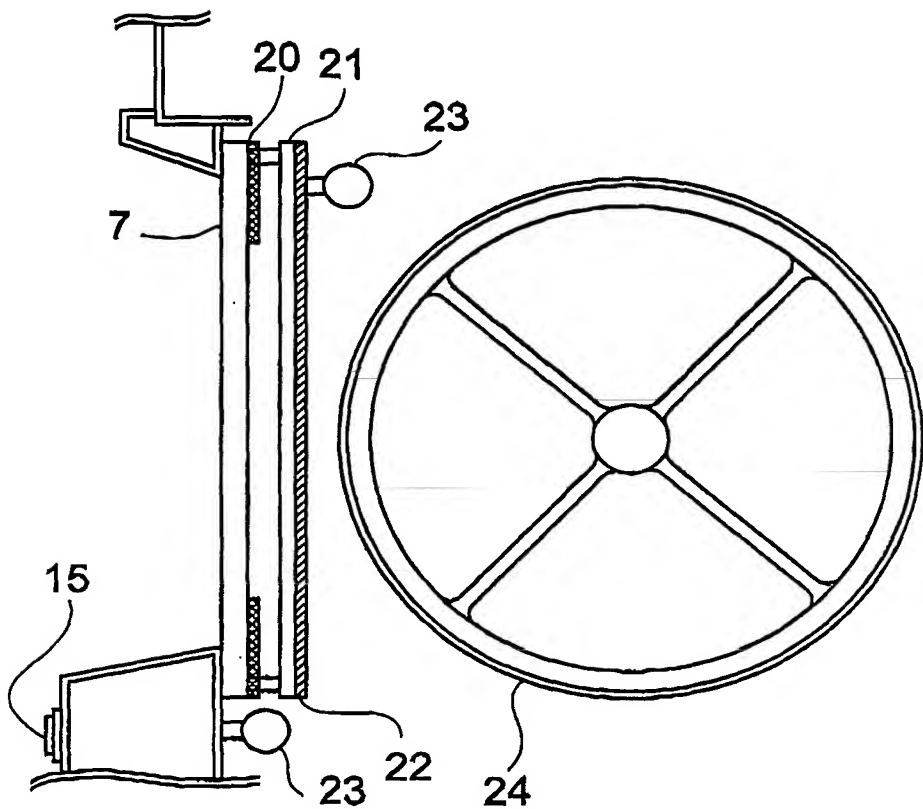
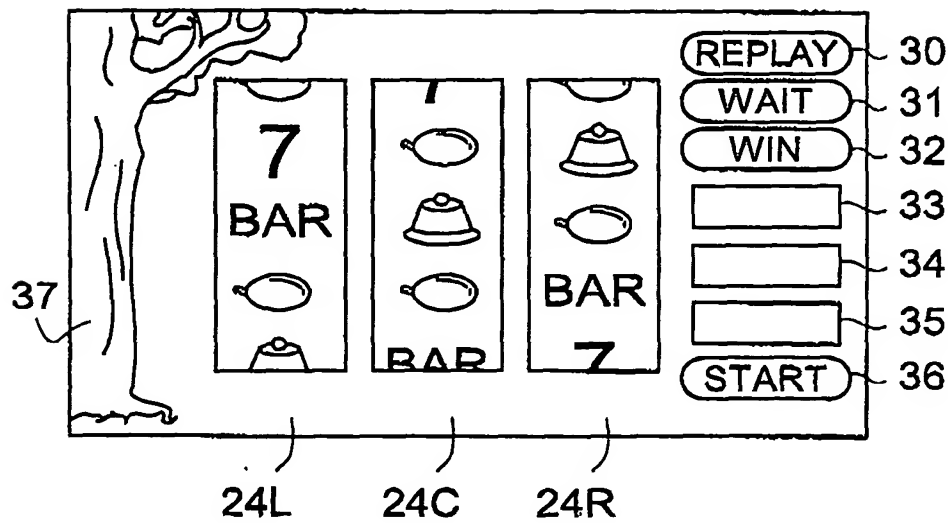


Fig. 3



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Fig. 4

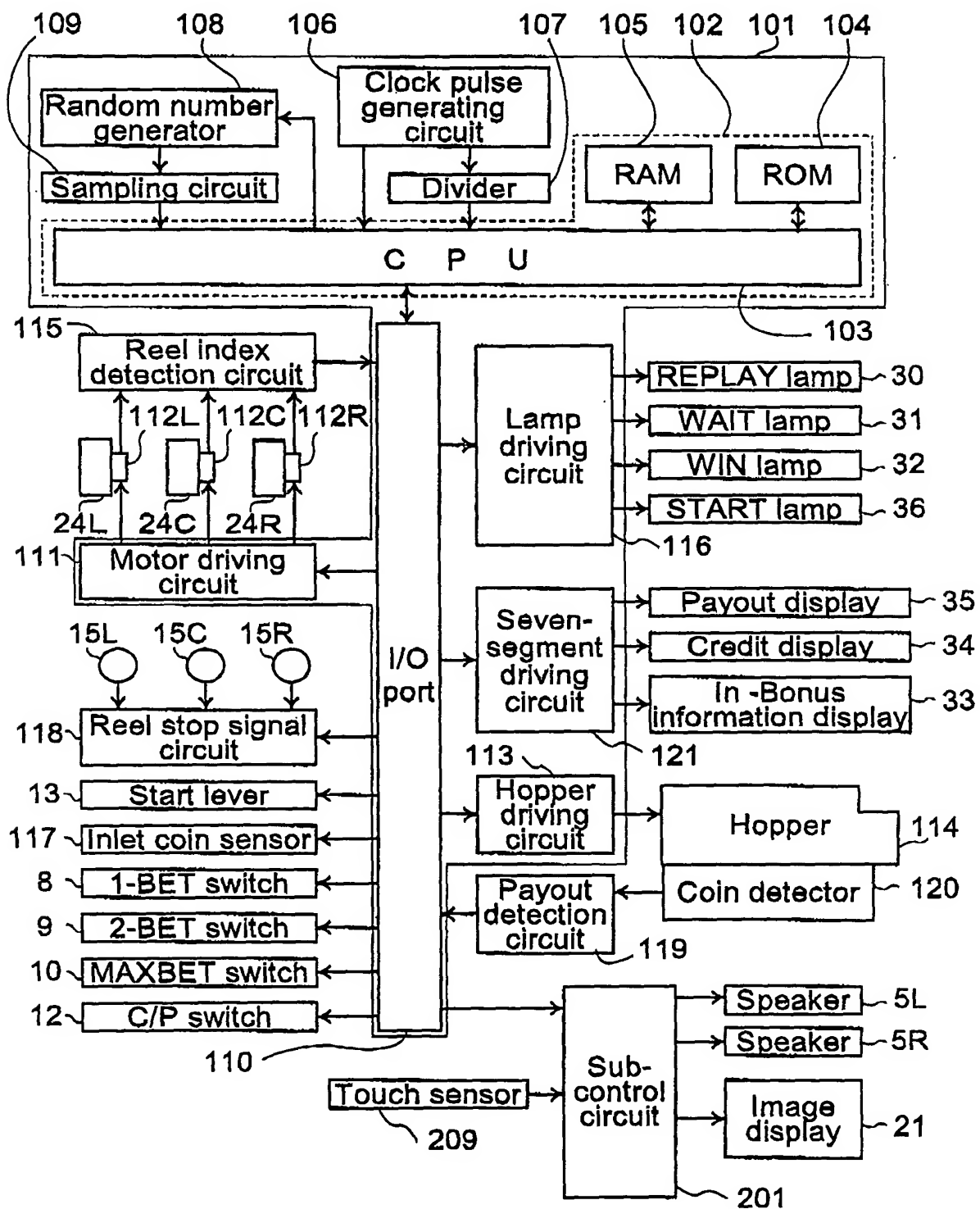
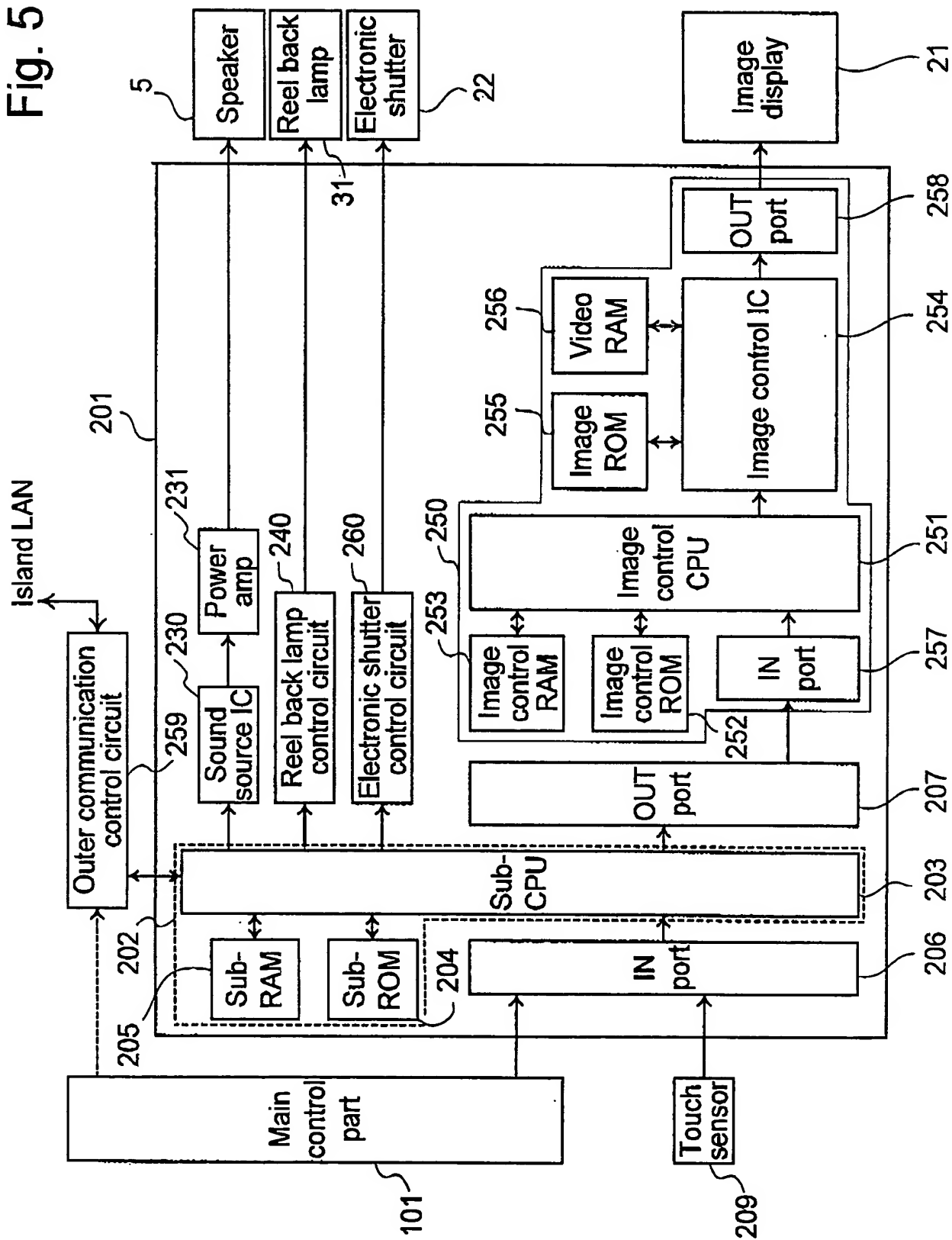


Fig. 5



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Fig. 6 A

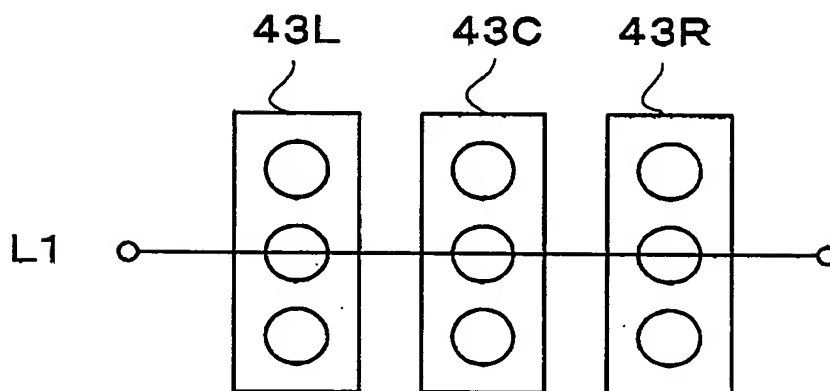


Fig. 6 B

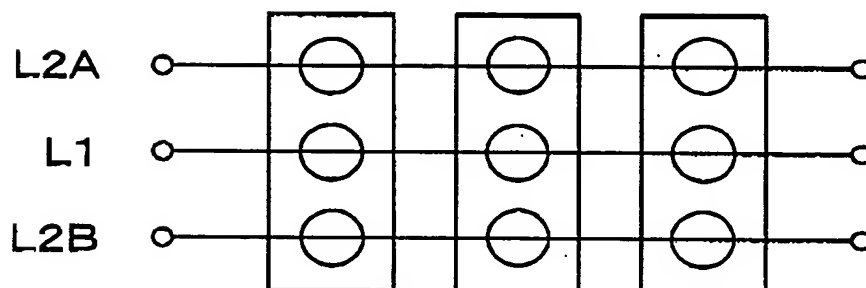


Fig. 6 C

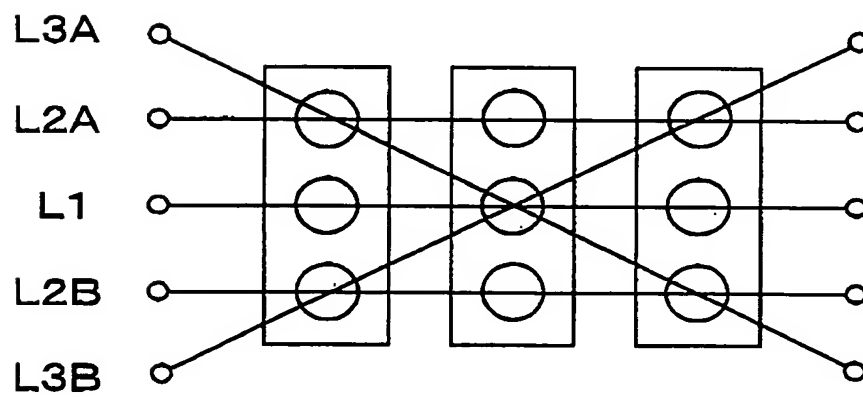
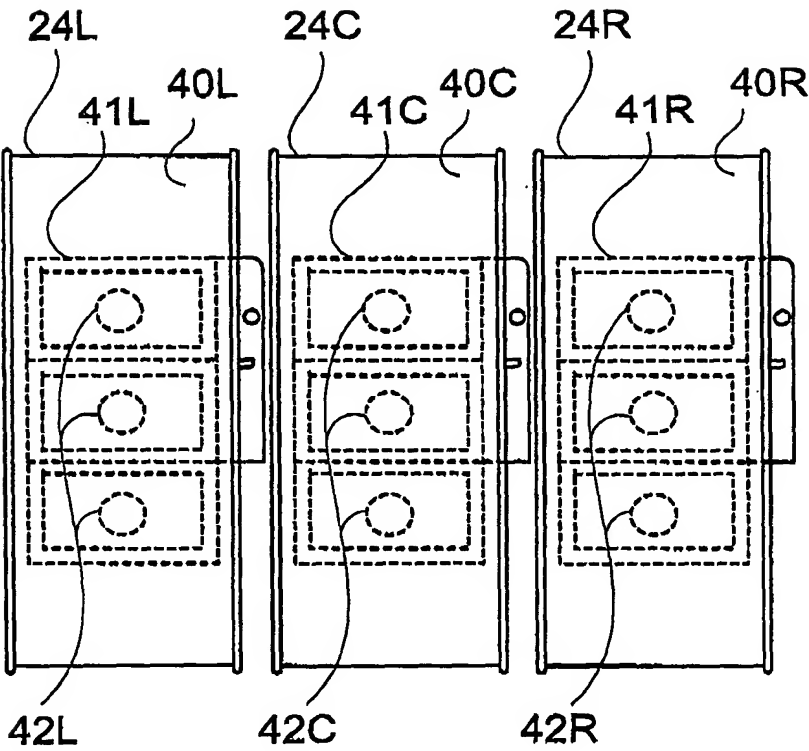


Fig. 7 .



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Fig. 8 A

Left reel	
21	Red 7
20	Cherry
19	Bell
18	Replay
17	Red 7
16	BAR
15	Replay
14	Bell
13	7 with sword
12	Cherry
11	Bell
10	Replay
9	BAR
8	7 with sword
7	Bell
6	Replay
5	7 with sword
4	Watermelon
3	Bell
2	Replay
1	7 with sword

40L'

Fig. 8 B

Middle reel	
21	Red 7
20	Replay
19	Watermelon
18	7 with sword
17	Bell
16	7 with sword
15	Replay
14	Cherry
13	Bell
12	7 with sword
11	Replay
10	Watermelon
9	BAR
8	Bell
7	Red 7
6	Replay
5	Bell
4	Replay
3	BAR
2	7 with sword
1	Bell

40C'

Fig. 8 C

Right reel	
21	Cherry
20	Bell
19	Replay
18	7 with sword
17	Watermelon
16	Bell
15	Replay
14	7 with sword
13	BAR
12	Bell
11	Replay
10	7 with sword
9	Watermelon
8	Replay
7	Bell
6	Replay
5	BAR
4	Red 7
3	Bell
2	Replay
1	7 with sword

40R'

Fig. 9

Symbol combination	In Common gaming (In bonus internal winning)	Common gaming in BB	JAC(ranked pattern) gaming
Red 7—Red 7 —Red 7	15+BB		
BAR—BAR—BAR	15+RB		
7 with sword —7 with sword —7 with sword	15+SB		
Watermelon —Watermelon —Watermelon	3	15	
Bell—Bell—Bell	6	7	
Cherry —ANY—ANY	1	1	
Replay—Replay —Replay	Replay	1+RB	15



Fig. 10

Table No.	left middle right	left right middle	middle left right	middle right left	right left middle	right middle left
1	O	x	x	x	x	x
2	x	O	x	x	x	x
3	x	x	O	x	x	x
4	x	x	x	O	x	x
5	x	x	x	x	O	x
6	x	x	x	x	x	O

O... prize

x... not prize

\* At any observation push timing.

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Fig. 11

Winning pattern	Random number range	Winning probability
SB	0~2298	2299/16384
Bell	2299~11024	8726/16384
Watermelon	11025~11165	141/16384
Cherry	11166~11385	220/16384
Replay	11386~13630	2245/16384
BB	13631~13668	38/16384
RB	13669~13696	27/16384
Loss	13697~16383	2686/16384

Random number range: 0~16383

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Fig. 12 A

Start command

1	Internal winning pattern
2	SB
	Bell
	Watermelon
	Cherry
	Replay
	BB
	RB
	Loss
3	Gaming status
4	In Common gaming
	In RB internal winning
	In BB internal winning
	RB in operation
	BB in operation
5	Selection stop table
6	Table No.1
	Table No.2
	Table No.3
	Table No.4
	Table No.5
	Table No.6

Fig. 12 B

Reel stop command

1	Stop order
2	First stop
	Second stop
	Third stop
3	Stop reel
4	Left reel
	Middle reel
	Right reel
5	Stop psition
6	0~21

Fig. 12 C

1 gaming completion command

1	Prize type
2	SB
	Bell
	Watermelon
	Cherry
	Replay
	BB
	RB
	Loss
3	Bonus gaming state
4	Common gaming 1 in BB
	Common gaming 2 in BB
	Common gaming 3 in BB
	RB Gaming 1
	RB Gaming 2
	RB Gaming 3
	RB completion
	BB completion

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Fig. 13 A

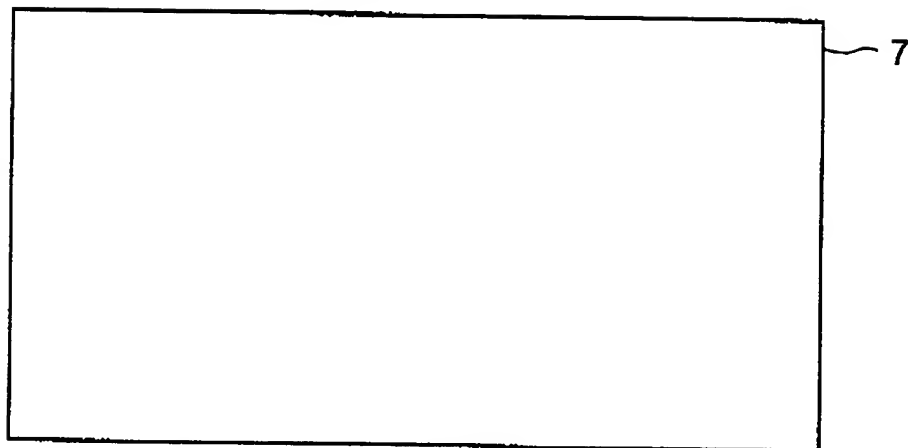


Fig. 13 B

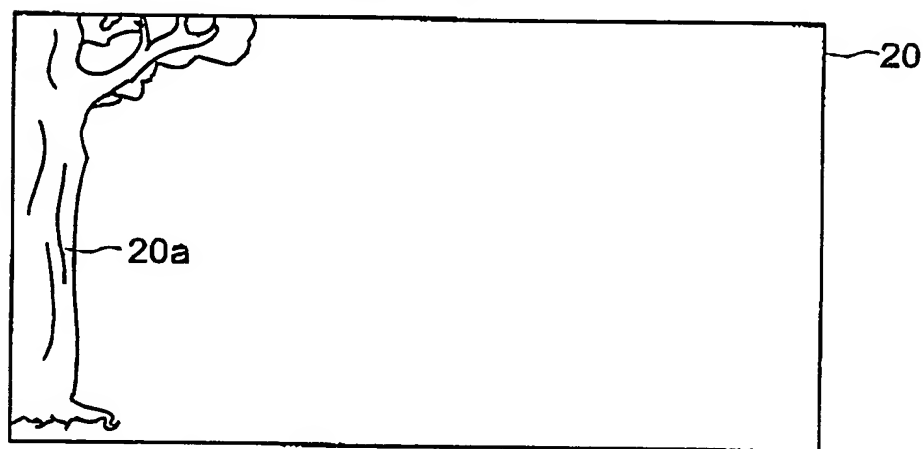


Fig. 13 C

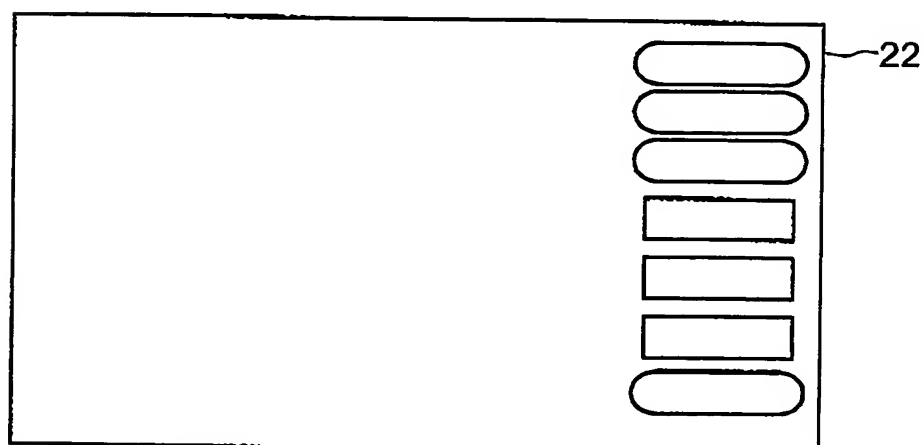
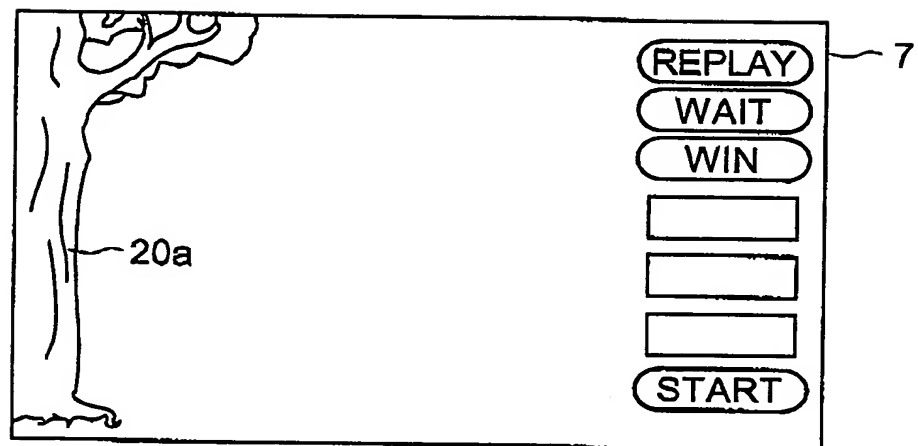


Fig. 14



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Fig. 15 A

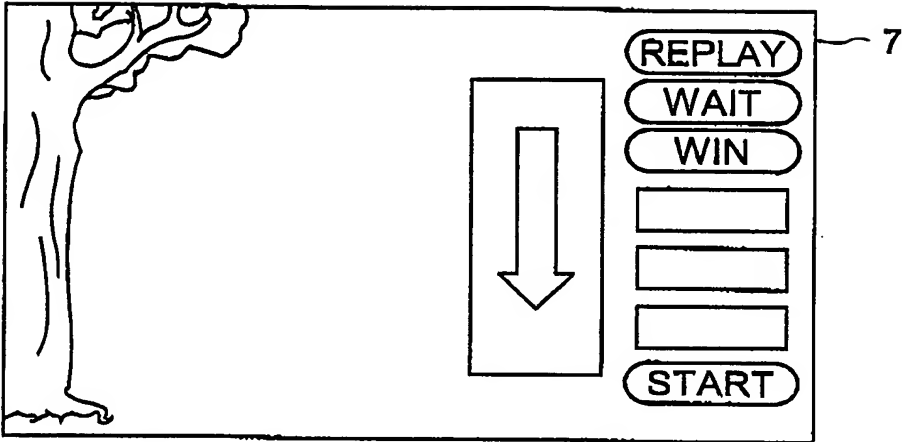


Fig. 15 B

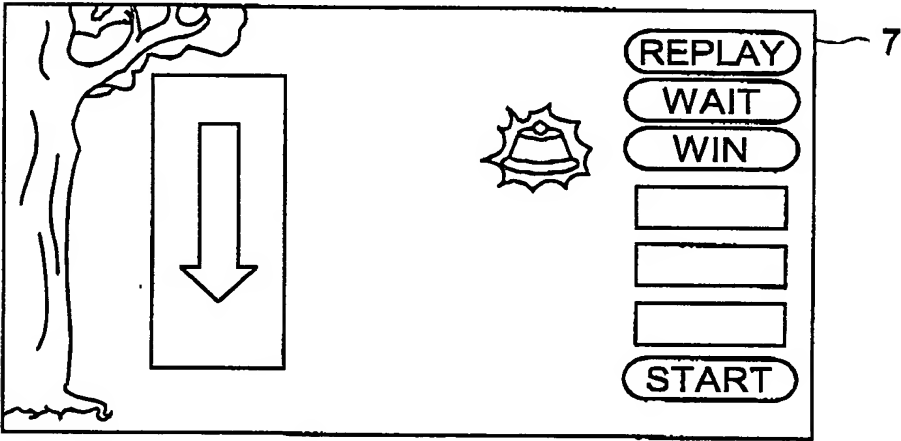
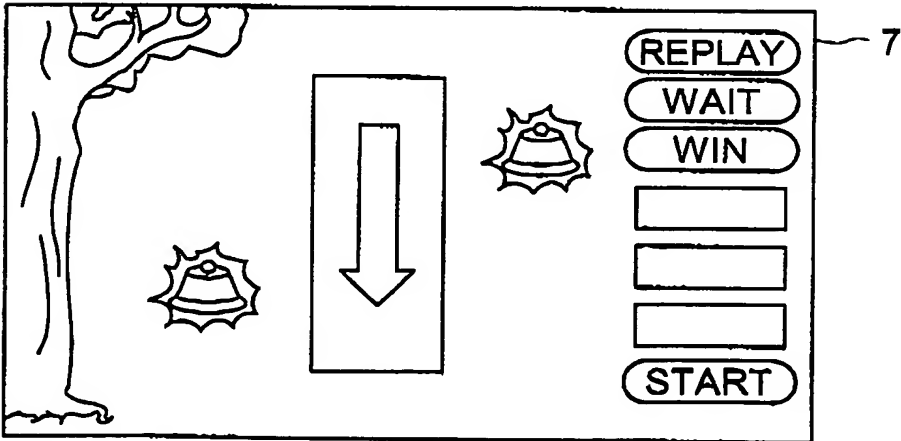


Fig. 15 C



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Fig. 16 A

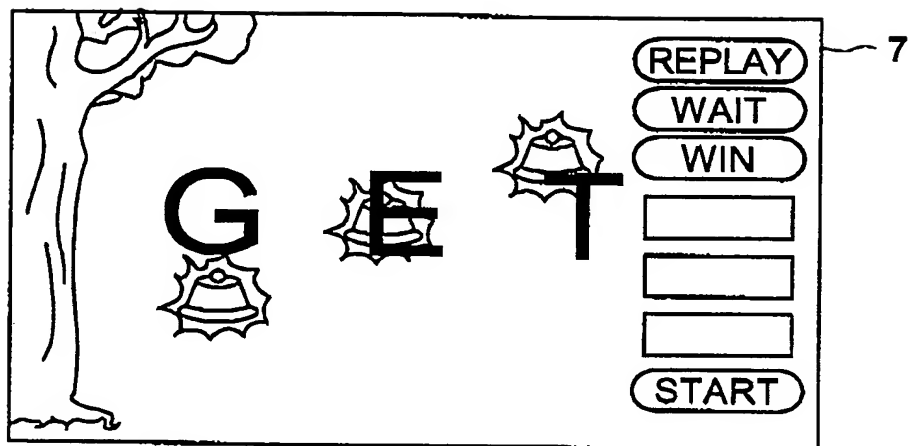


Fig. 16 B

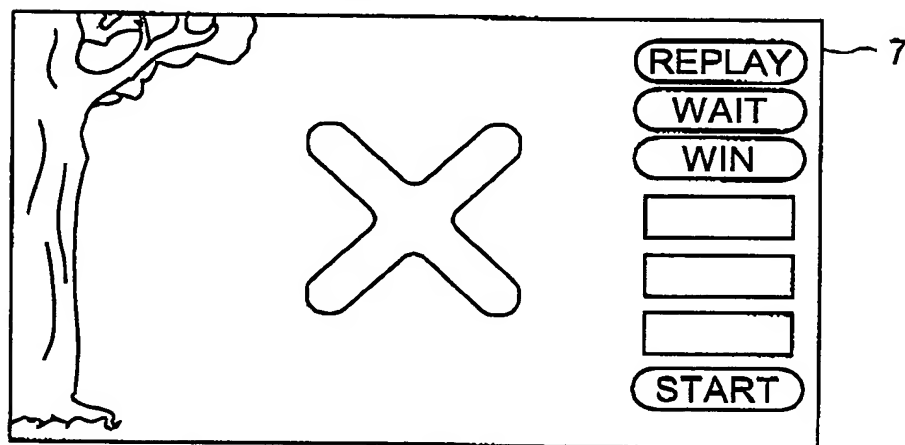
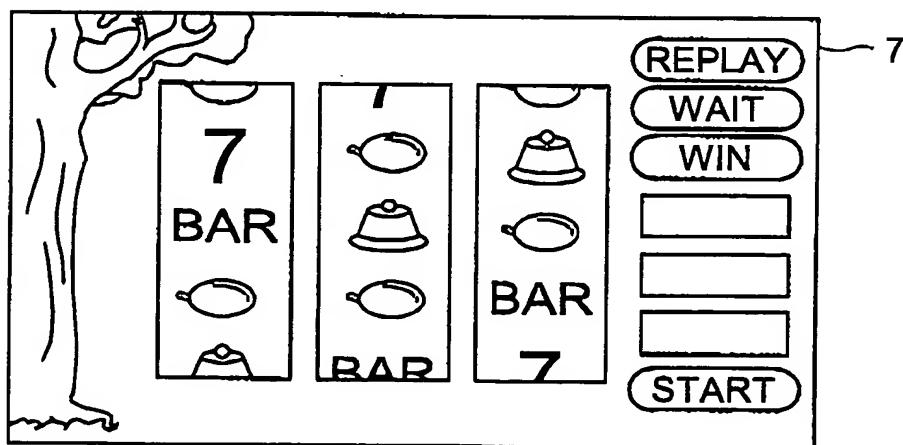


Fig. 16 C



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Fig. 17 A

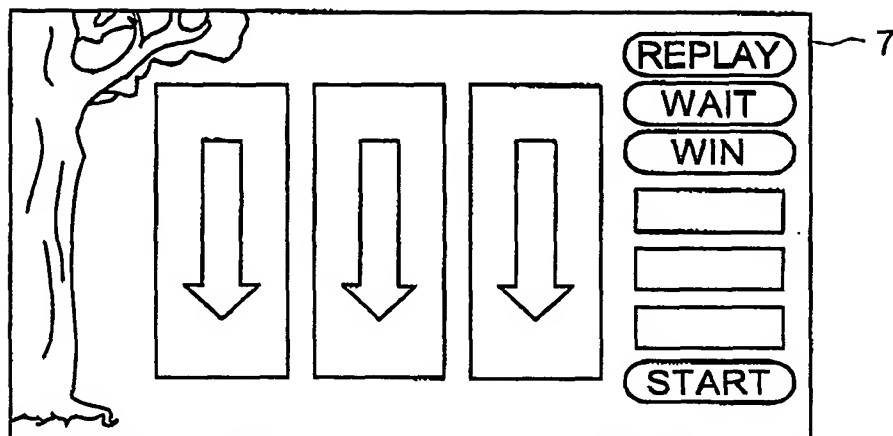


Fig. 17 B

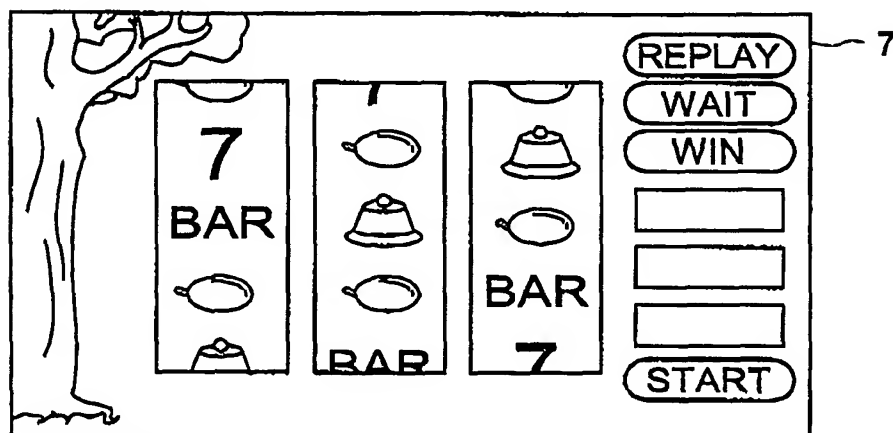
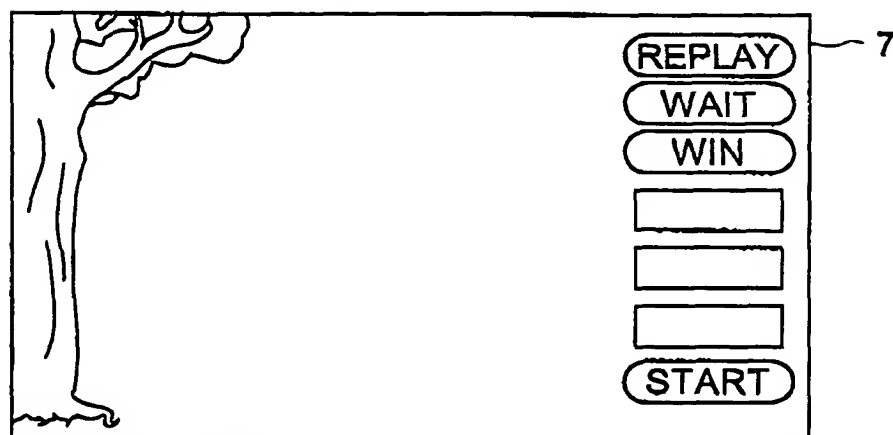


Fig. 17 C





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Fig. 18 A

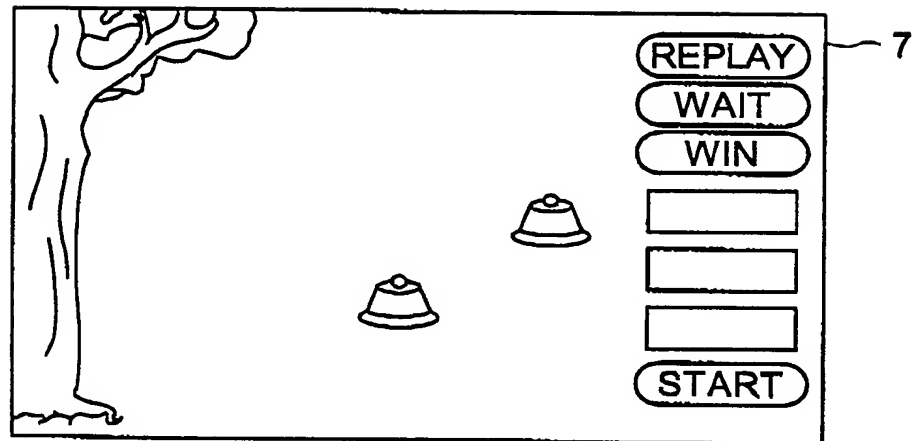
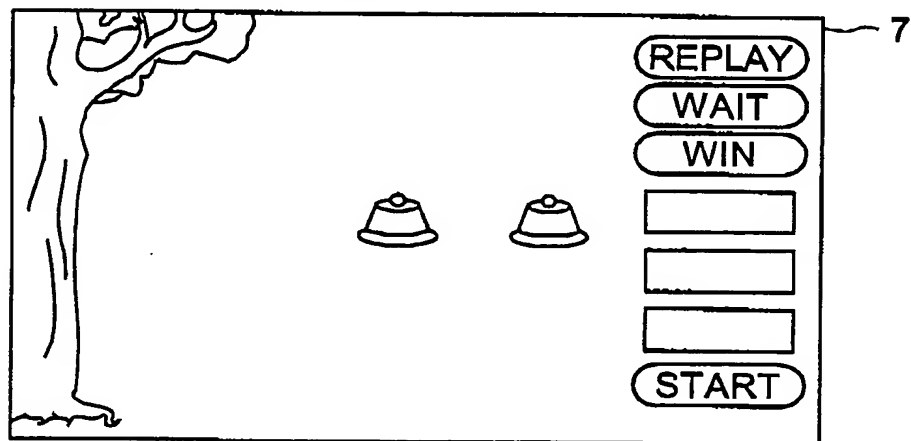


Fig. 18 B



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Fig. 19 A

Winning category	Prize category			
	BB	RB	Watermelon	SB
Win	0~45	0~56	0~20	0~11
Loss	46~127	57~127	24~127	12~127

Random number range: 0 to 127

Fig. 19 B

Number of bells displayed	Prize category			
	BB	RB	Watermelon	SB
All	0~84	0~96	0~20	0~8
Appearing number - 1	85~121	97~127	21~52	9~21
Appearing number - 2	122~127	—	53~90	22~38
Appearing number - 3	—	—	91~116	39~95
Appearing number - 4	—	—	117~123	96~120
Appearing number - 5	—	—	124~127	1221~127

Random number range: 0 to 127

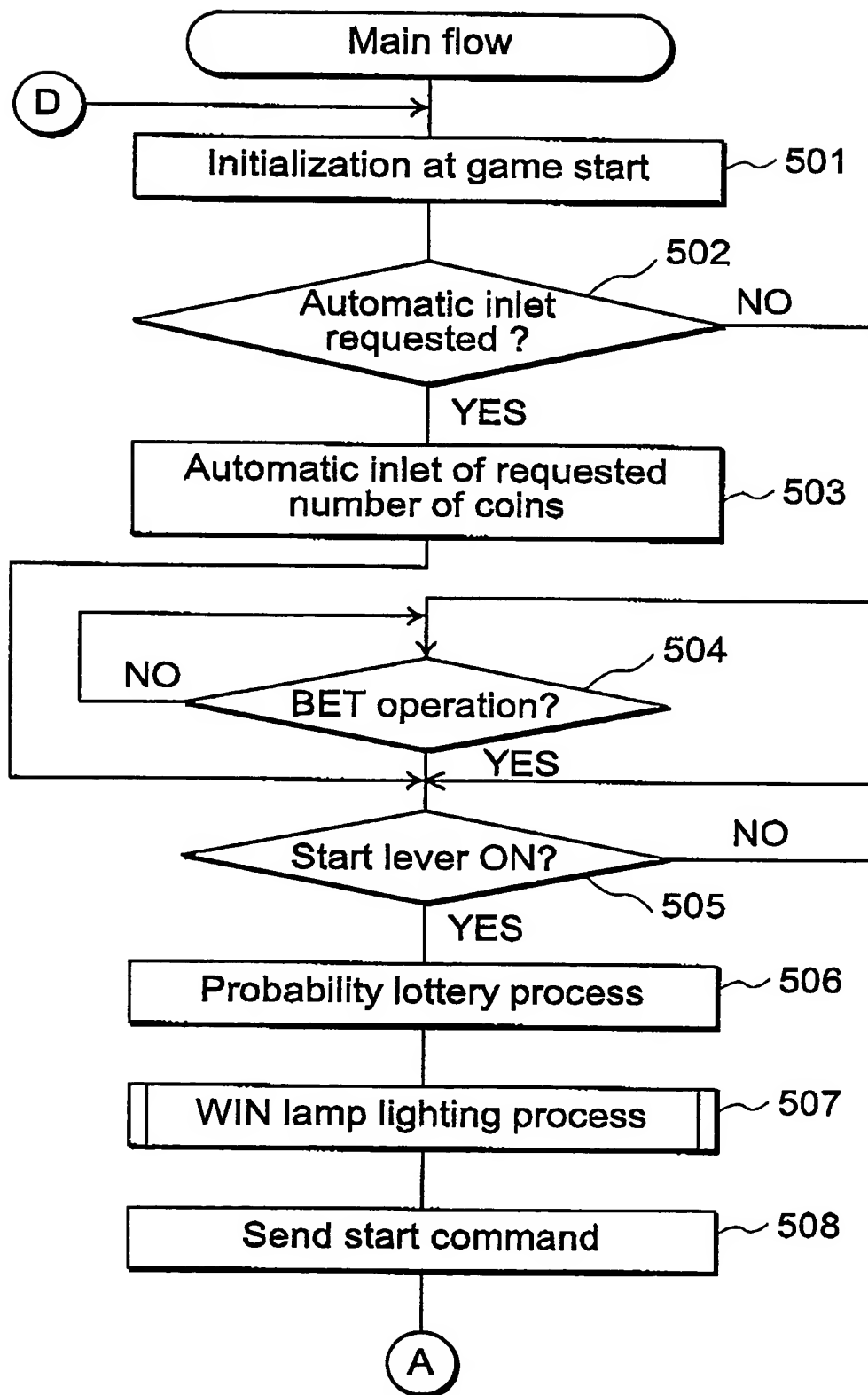
Fig. 20

Established flag	BR continuance number			
	10 games	50 games	100 games	Loss
Watermelon	0~10	11~13	14~15	16~127
Two cherries	0~6	7~10	—	11~127
Loss	0~14	—	15~24	25~127

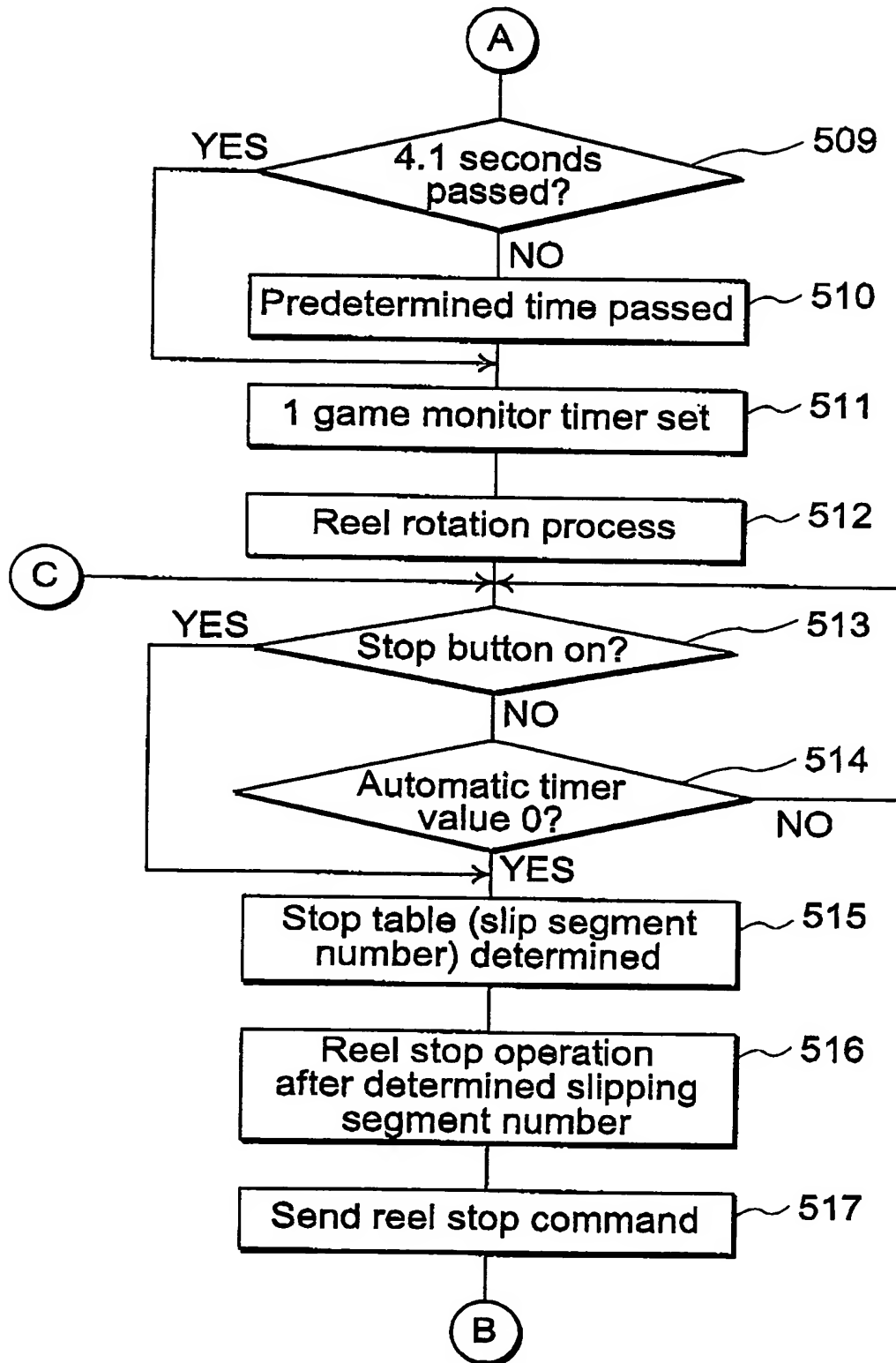
Random number range: 0 to 127

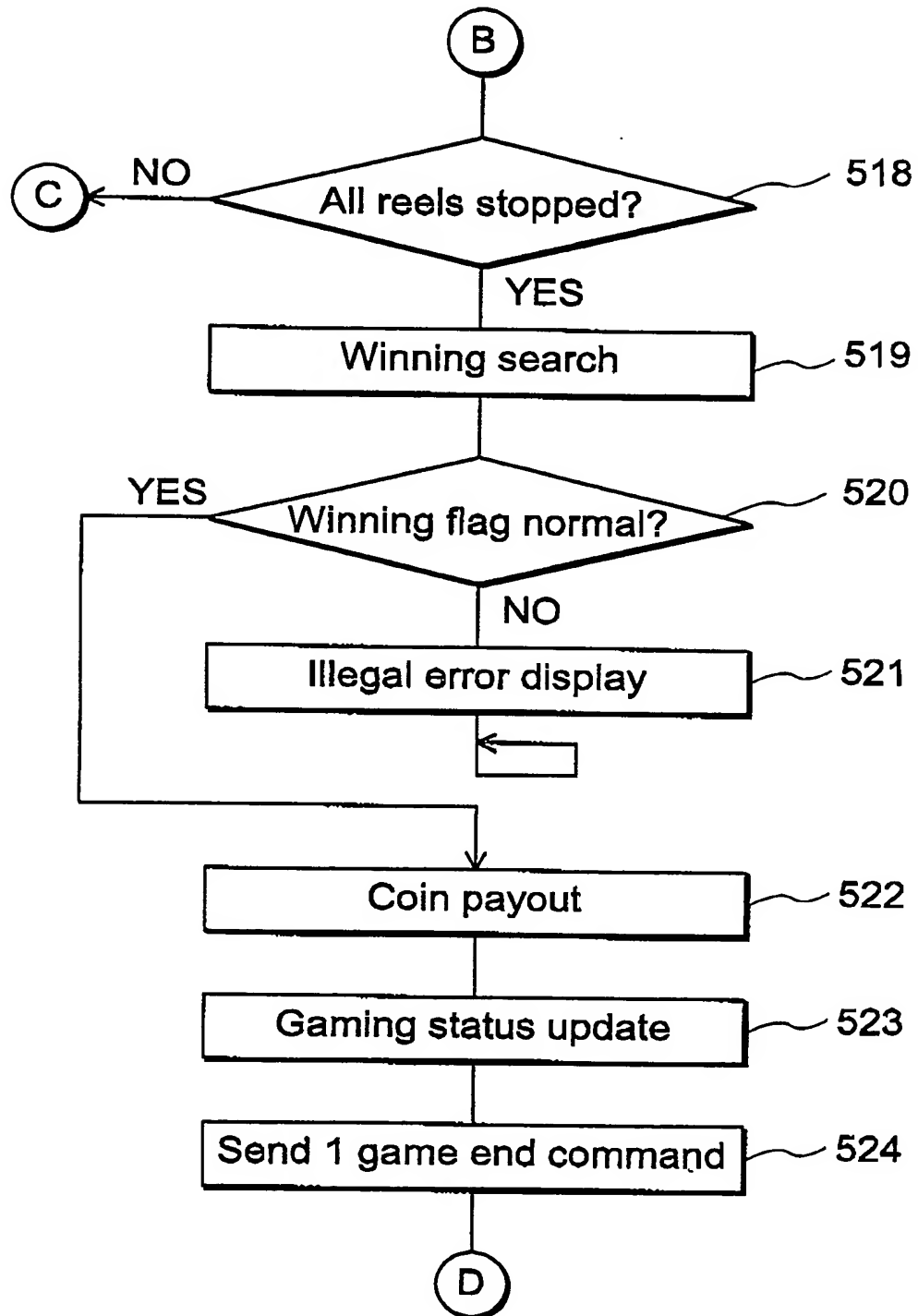
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Fig. 21

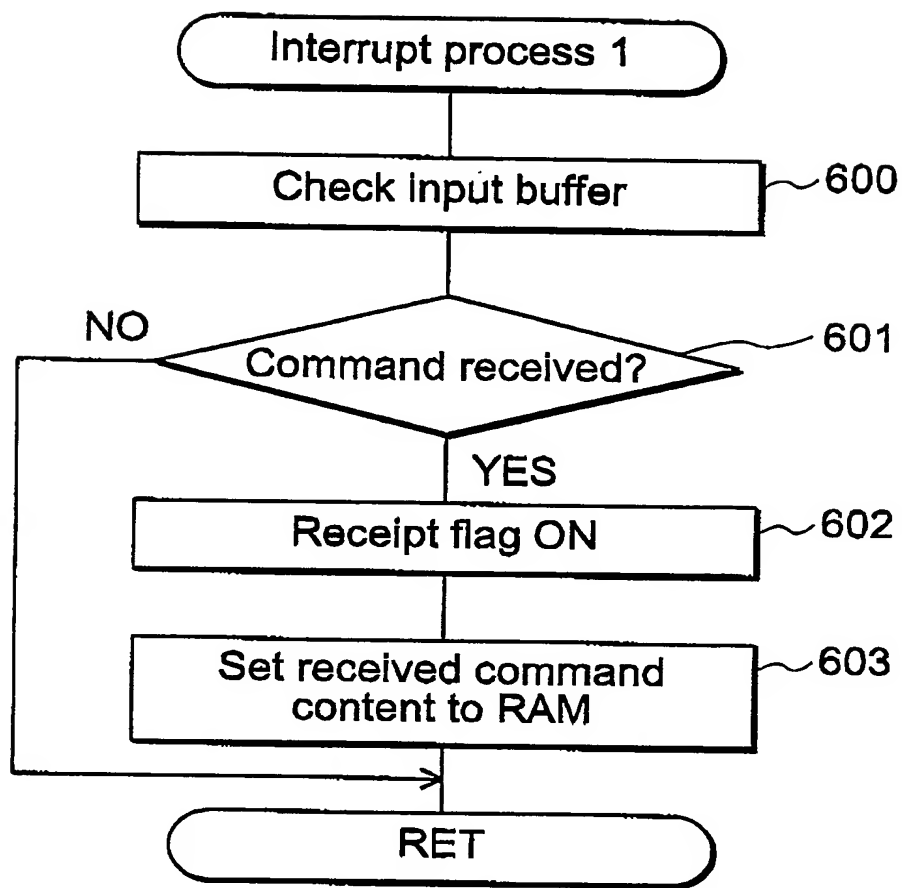


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Fig. 22

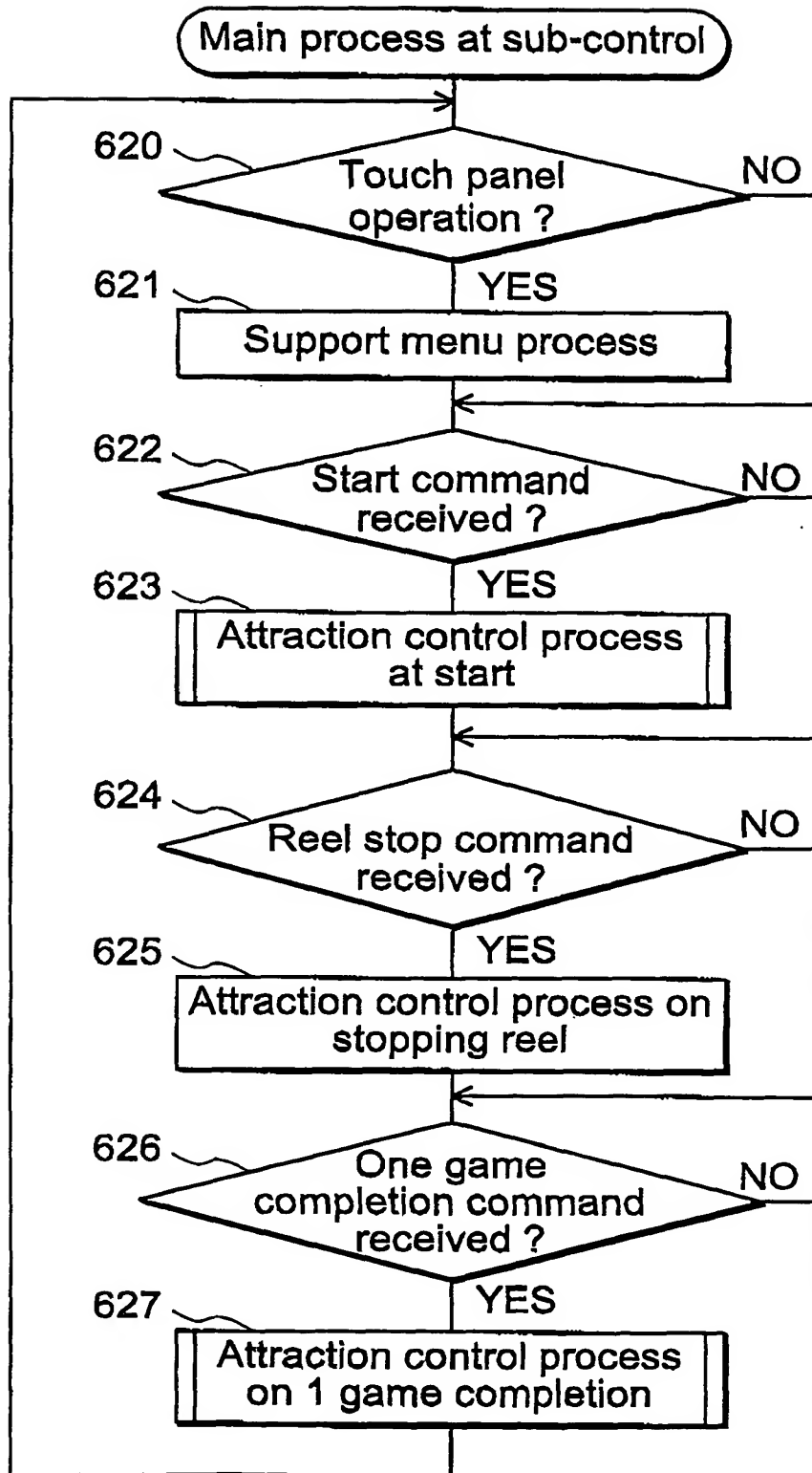


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Fig. 23

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Fig. 24

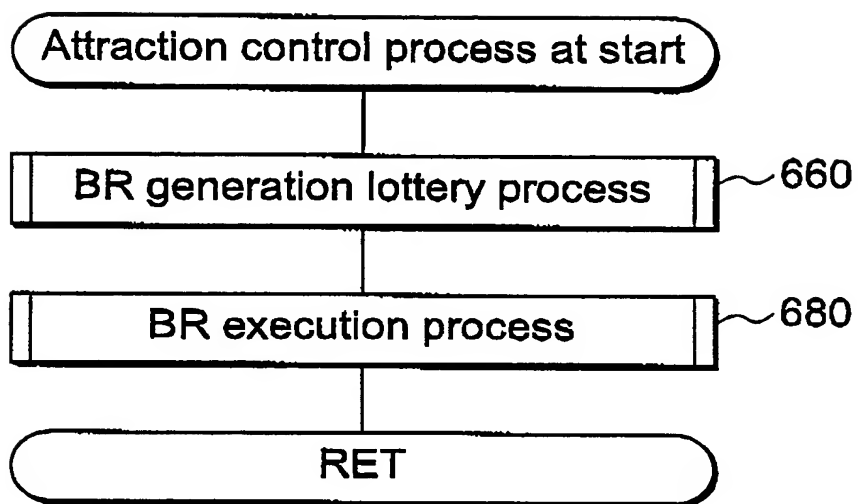


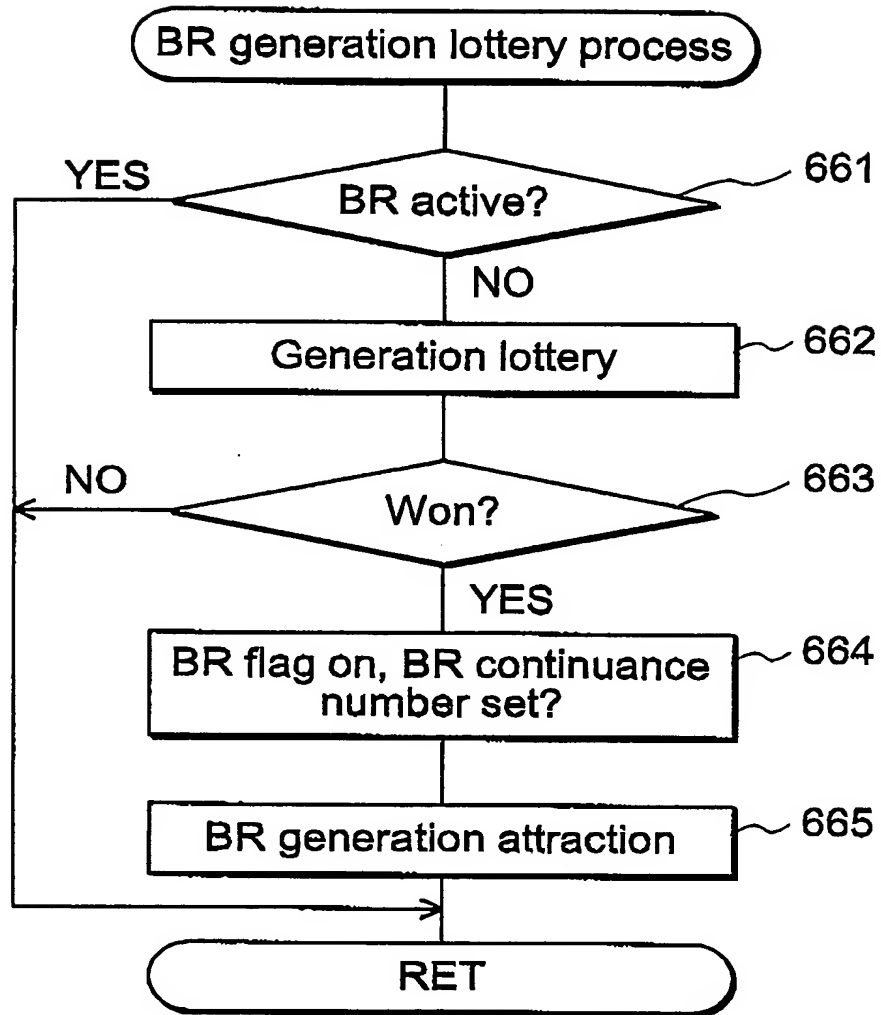
24 / 31  
Fig. 25





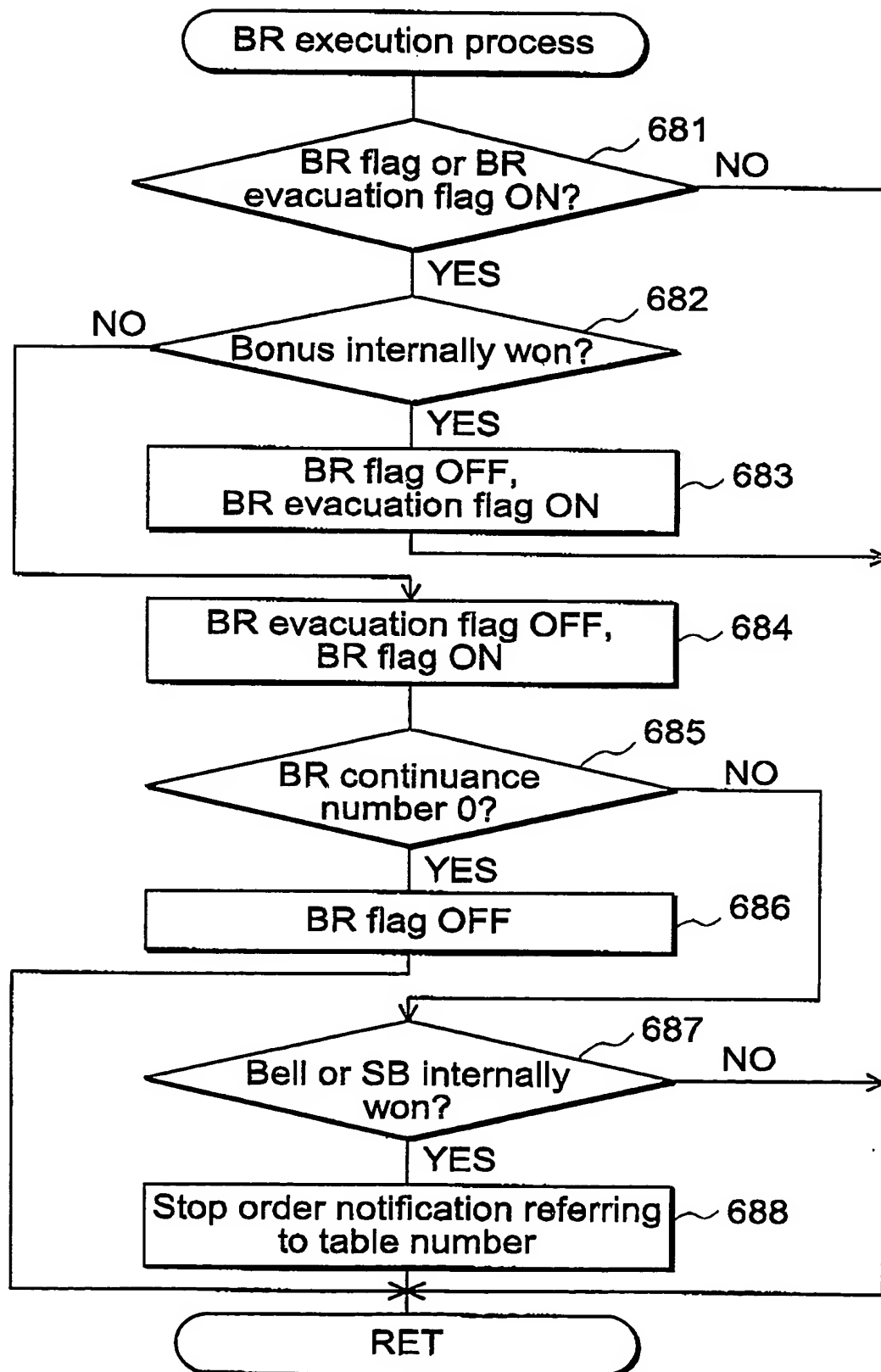
25 / 31  
Fig. 26



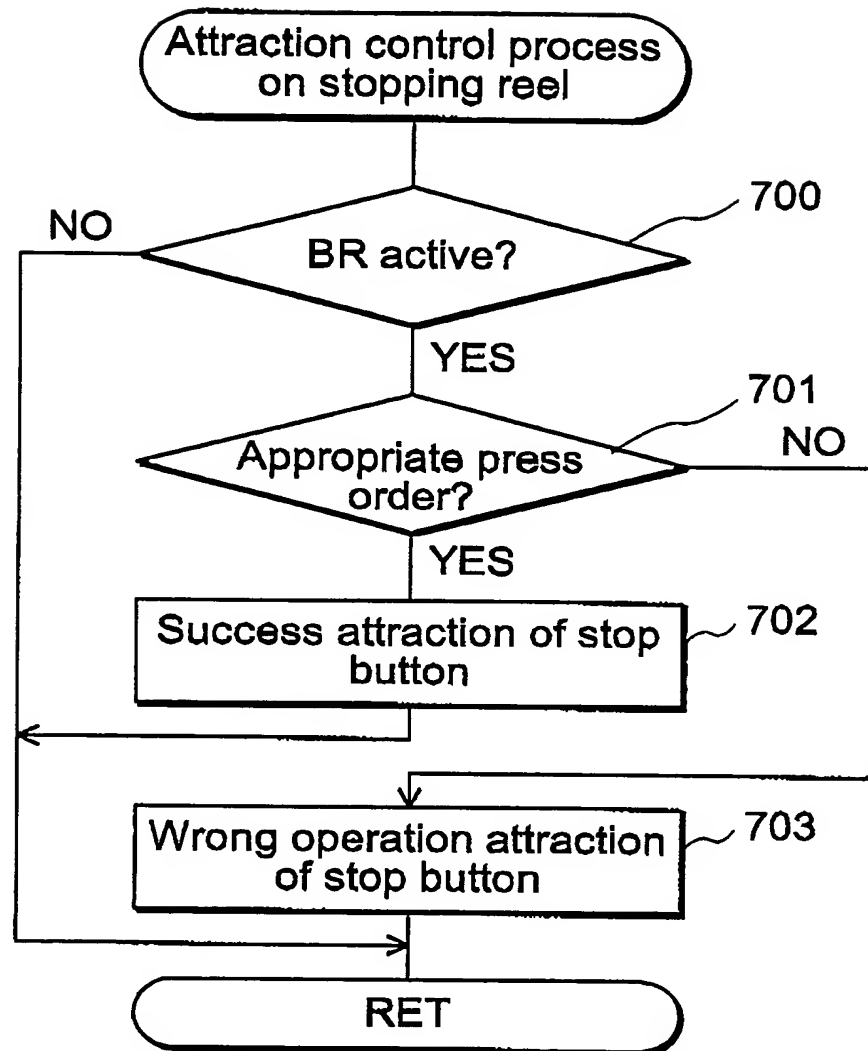
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Fig. 27

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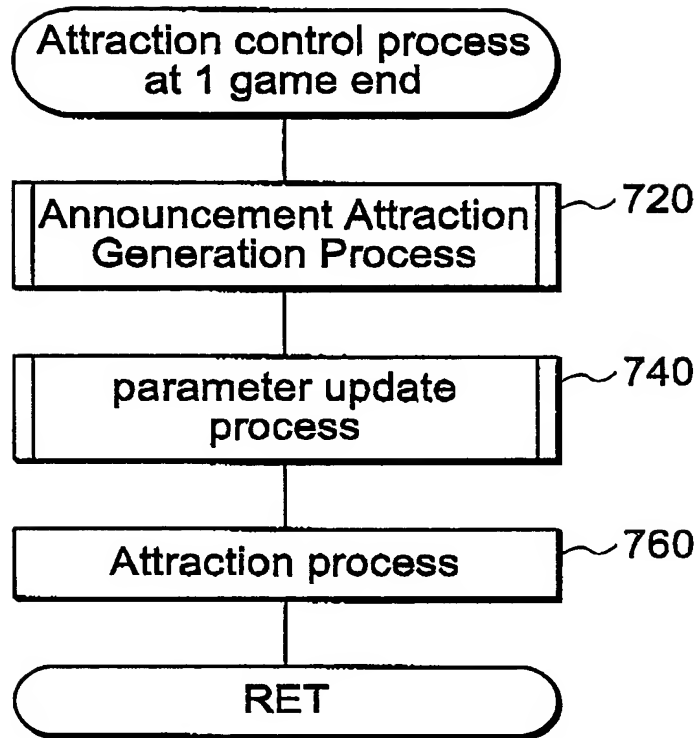
Fig. 28



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Fig. 29

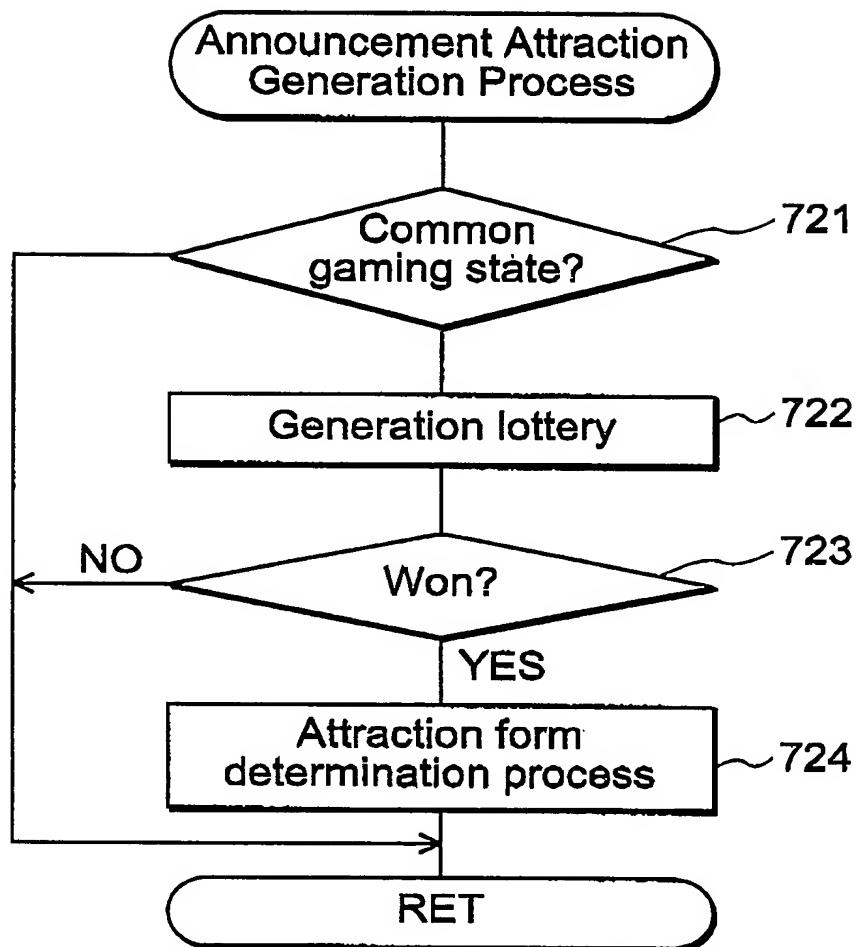


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Fig. 30



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Fig. 31



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Fig. 32

